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ABSTRACT

This brief listing describes games, activities, awareness exercises and projects which explore the realities and myths about the nature, history and potential of men and women. Among the activities are projects designed for children and adults, for individuals, groups, clubs, couples and classes. They can be used in self-education efforts, in social/political action projects, and in efforts to increase sensitivity to the problems and possibilities faced by the women and men in our culture. The games and activities described range from simple attitude questionnaires to full-blown simulations of historical events. The listing describes each game and where to order the materials required. (Author/PJC)

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SEX ROLES

PAST PRESENT AND FUTURE

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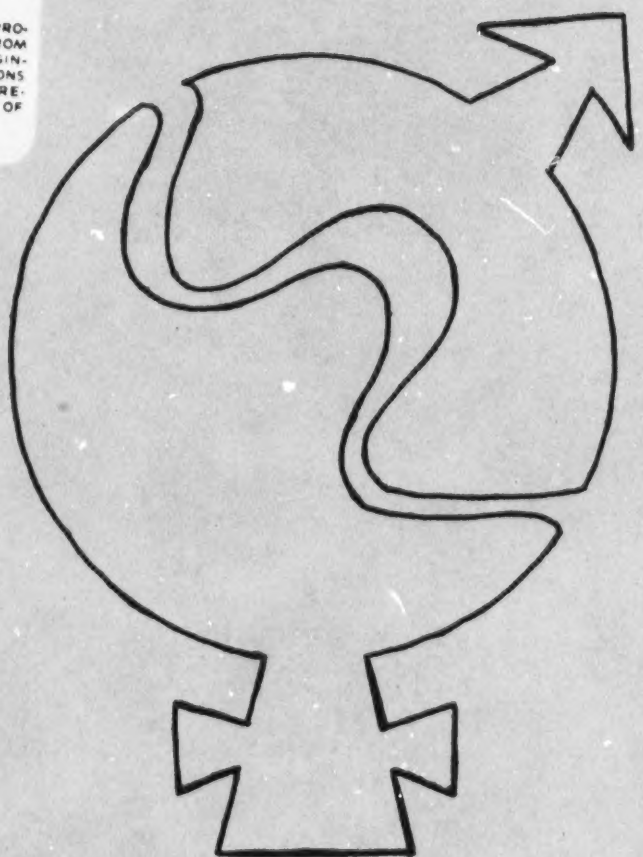

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A Guide to Simulations, Games And Activities

WOMEN'S CENTER
THE POPULATION INSTITUTE

1978
2nd EDITION

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INTRODUCTION

This listing describes games, activities, awareness exercises and projects on women and men which explore the realities and myths about the nature, history and potential of the two sexes. Among the activities are projects designed for children and adults, for individuals, groups, clubs, couples and classes. They can be used in self-education efforts, in social/political action projects, and in efforts to increase sensitivity to the problems and possibilities faced by the women and men in our culture. The games and activities described range from simple attitude questionnaires to full-blown simulations of historical events to guides to serious introspection.

The games are listed alphabetically, so the order doesn't reflect their relative merits. Which are the best games for your particular group depends on several important factors, including the age, size and interests of the group, the aim of the program the activity is being planned for, and the amount of money you can spend for resources. The more expensive games aren't always the best, but they do tend to be the most elaborate and complex.

First Edition by Prudence Leib 1975

Second Edition by Ellen Kramer and Laurie Emrich 1978

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I. GAMES ON FEMINISM AND SEXISM

The games and activities in this section are aimed at exposing stereotypes, prejudices, and ignorance about women and men and the consequences of the sexist biases in our society.

Access — Price as yet undetermined

Available May 1978 from: Simile II, 218 12th St., P.O. Box 910, Del Mar, California 92014

Participants are divided into two groups -green and red- with each playing different games. Greens have less access to the red game and the rules are changed to make it more difficult for them. Reds have equal access to the green game but once again the rules are changed to make it more difficult. Through this process and ensuing discussion questions, Access attempts to raise a number of issues related to the role of women in western society; for example, the extent to which women have access to status, the values which society places on the roles of women and men, and the advantages and disadvantages of partnership.

Access works well for people high-school age or older and can be played with a minimum of eight players. There is no firm upper limit on the number of participants, although more than thirty-five would be rather unmanageable.

Becoming a Person — $9.95 includes postage

Available from: Teleketics, Franciscan Communications Center, 1229 South Santee, Los Angeles, California 90015

Becoming a Person is a beautifully designed simulation game which attempts to engage the players in an experience simulating social discrimination against women. Participants are arbitrarily assigned to blue and pink teams, and only learn gradually that these teams represent "men" and "women" as the blue teams consistently earn higher rewards during the game.

The game can be played by from two to thirty-six people, and takes one and a half to two hours to play and discuss. It's an ideal experience for a mixed group or a boys' group appropriate in or out of classes. Church youth group leaders might be particularly interested in theological discussion questions included with the game. Ages eleven to seventeen approximately. Highly recommended and worth the investment if your group can afford it.

Beyond Sex Roles — $9.95

Publisher: West Publishing Company, New York, 1977

Sensitive and insightful, this is a book specifically geared towards the reader considering his or her personal development as a man or woman. The book is a complete program of exercises and articles to be used by the individual or shared with others in a group. Divided into four sections: Exercises, Awareness, Personal Change and Social Change, the book lends itself to use in training programs, weekly groups, workshops, or in the classroom. Very highly recommended, particularly for older students and adults.

Committed to Change — $5.00 includes postage

Available from: Common Ground Press, 155 Plains Road, New Paltz, New York 12561

American women and men of all racial and economic backgrounds are the focus of this ambitious game. Ostensibly playable by all age-groups, Committed

to Change is a highly factual, cooperative learning games which would work best for high school students. The authors have attempted to familiarize the players with women or members of minority groups who are traditionally omitted in the standard teaching of American history. They strongly recommend that the game be co-ordinated with an entire unit on the contributions of these Americans. To this end, they have made available a detailed list of books, articles, pictures, filmstrips, and records as resource materials.

The game itself contains short biographical sketches of and quotations from the "Committed" along with some multiple choice questions. It requires a minimum of forty minutes and can be adjusted for longer, more complete play. There is a great deal of knowledge to be gained from this game, but it would be very difficult to play if students were not concurrently studying about the people mentioned in it.

Consciousness Razors by Verne Moberg — Pkg. of 30 leaflets $3.00
Available from: NEA Order Department, The Academic Building, Saw Mill Rd., West Haven, Connecticut 06516 — Stock No. 0586-4-06

This pamphlet offers twelve exercises for increasing awareness of sex role stereotyping for individuals and groups. Though the tone is often facetious and sarcastic, the ideas aren't bad, and teachers, club leaders and program directors might get some good activity leads from this brochure. The pamphlet is written for adults, but some of the activities are suitable for children.

Determining Family & Sexual Roles — $.95 @ (min. 5 copies) + $1 Shipping
Available from: Greenhaven Press, 1611 Polk St., Minneapolis, Minnesota 55413

Determining Family and Sexual Roles is one in a series of Future Planning Games designed to promote discussion and awareness of sexual roles and attitudes of high school students. The nature of marriage contracts, gay rights, premarital sex, alternate family structures are some of the topics covered. The format is one large sheet of poster paper divided into five different activities with issue explanation, discussion questions, possible future institutional changes and illustrations.

The game provides between one and three weeks of activities for a high school age class. Each activity breaks the class into smaller groups of four to six students for initial discussions and then brings them all together again for presentation of group conclusions and final evaluations. Though simply constructed, this game is fairly thought-provoking.

Exploring Sex Roles: A Kit for Counsellors — $1.00 includes postage
Available from: Vancouver Status of Women, 2029 West Fourth Ave., Vancouver, British Columbia, Canada

Guidance counselors, teachers and group leaders would find this a useful guide to programs for secondary school age boys and girls. It's crammed with great activity ideas including a role-reversal story to stimulate discussions of the discrimination inherent in current sex roles, exercises to help participants explore their feelings about sexual stereotypes, role-playing games attitude surveys and media and community project suggestions. Includes a bibliography.

Although the format of the kit is just utilitarian, especially in comparison with the elaborate graphics of some of the other games available, this is an extremely useful piece, highly recommended -- and a very good bargain.

Great Women Paper Dolls $2.50 + 35¢ postage
Published by Belleraphon Books, 133 Steuart St., San Francisco, California 94105

This coloring and cut-out book gives children a chance to learn about role models while playing with beautifully drawn paper dolls; the dolls represent great women ranging from Sappho to Golda Meir.

Growing Free $1.00 + 13¢ postage
Available from: Association for Childhood Publications International, 3615 Wisconsin Avenue, N.W., Washington, D.C. 20016

Growing Free is a compilation of articles in booklet form directed toward a nonsexist education for all children. It addresses the issue of sex-role socialization in elementary school settings with directives for both teachers, parents and youth group leaders. A section devoted to "Idea Spark-ers" --classroom activities-- provides teachers and group leaders with excellent, basic exercises to help children learn to identify and cope with stereotyping. A wide range of nonsexist materials and resources are also provided. For use primarily by teachers, parents, or leaders in their interaction with students from Kindergarten through the fifth or sixth grades.

Herstory by Paul Dekock $14.00
Available from: Interact, Box 262, Lakeside, California 92040

The kit contains one teacher's guide and thirty-five student guides. Herstory is an elaborate simulation for secondary students, a bit intimidating at first glance but actually flexible, imaginative and full of interesting activity suggestions. At least twenty-three sessions are needed to play the entire game, but different parts could be lifted out for programs lasting from one hour to several months. Included in the game are projects involving role playing, community investigations, research, a women in history quiz, and the "Seneca Falls" simulation (described below). Issues explored include alternatives to traditional marriage, the role of women in the arts, the nature versus nurture debate, and others. Herstory is ideal for high school classes, but it is also recommended for younger classes and for non-academic groups.

Infamous Women Paper Dolls $2.50 + 35¢ postage
Available from: Belleraphon Books, 133 Steuart St., San Francisco, California 94105

Another Bellerophon coloring and cut-out book -- and why not? Bad men have always been fascinating, so why not women, too?! Robin Hood and Jesse James are nothing compared to these beautifully drawn and costumed women. The infamous women out of our past are here -- from Agrippina to Queen Isabella...No, it's not a naughty book!

\$2.10 + 75¢ postage

Job Crunch, The Affirmative Action Game — \$1.75 explanatory paper

Available from: Denison Simulation Center, Denison University, Granville, Ohio 43023

Job Crunch is an elaborate, well-constructed exercise in role playing on the subject of University hiring practices. The scenario is as follows; three candidates of diverse training and background are being interviewed for an opening in the English Department of the college. Members of the faculty and the administration and invited students meet and subsequently hold hearings to discuss the merits of the candidates and the obligations of the college under affirmative action guidelines. The exercise is very well-researched and includes background information on the college, affirmative action guidelines, Federal laws on discrimination in educational institutions and brief descriptions of all the characters involved.

This game is for college level or older and has an optimum of twenty-five to thirty participants and approximately two hours for playing time. For best results each player should have some advance time to study the resource materials. An excellent learning activity.

Nonsexist Curricular Materials for Elementary Schools — \$5 + 75¢ postage

Available from: The Clearinghouse on Women's Studies, The Feminist Press, Box 334, Old Westbury, New York 11568

This packet was created in response to the need of parents and teachers committed to providing a nonsexist learning environment for their children and students. The guide is divided into two sections, one for the teacher and one for the classroom, and contains a variety of exercises, activities, general information and bibliographies for each.

Within the teacher's section are exercises designed to increase the adult's awareness of her/his own sex role stereotyping and a systematic checklist for evaluating and eliminating sexism in textbooks, and some general information on Title IX, the status of women in the U.S. and feminist resources for teachers.

The classroom section contains a variety of consciousness raising activities including an elementary workbook on discovering sex role stereotyping, a unit on growing up female and male in America, a Susan B. Anthony Day kit, and a student bibliography on the contributions of women.

The packet has been arranged in a loose-leaf format so that items can be easily rearranged or removed and xeroxed for classroom use.

\$3.80 includes postage for Xerox copy

Planafam I and II by Katherine Finseth — 96¢ for microfilm

Available from: ERIC Document Reproduction Service, Box 190, Arlington, Virginia 22210

Specify ED064228

These are two related simulation games designed to help students explore the consequences of choice and chance in planning a woman's reproductive life. Planafam I simulates the life of an Indian woman; Planafam II, an American.

The games do not oversimplify the complicated personal issues related to fertility; consequently they are complex and sometimes confusing. The Planafam games are an important resource since so few simulation games connecting women and population issues are available. But they require a considerable amount of dedication to penetrate the confusing instructions and formal academic language.

Robot $3 includes postage

Available from: Fun-da-mentals, P.O. Box 263, South Pasadena, California 91030

A card game with a new twist, Robot shows women and men of all races in different types of productive work. Judges, bus drivers, doctors, photographers, telephone company workers, etc. are all represented. Each card is divided in two parts with one half showing a female architect, for example, and the other half, a male. A colorful illustration of equality of opportunity in careers. Recommended for lower elementary children.

Seneca Falls $10

Available from: Interact, Box 262, Lakeside, California 92040

This kit contains one teacher's guide and thirty-five student guides. An excellent format opportunity for an entertaining simulation of the first women's rights convention, July 1848, it is a particularly valuable resource for American Literature and American History teachers. Seneca Falls was designed for secondary school classes but could also be used by an organized youth group with regular meetings. Play of the simulation requires at least three group meetings plus some research time. The objective of the game is to use the simulated experience of 19th century assumptions about sex roles to help players explore their own expectations about differences between men and women. Seneca Falls is included in Herstory, so don't order both games. Highly recommended if you're interested in this historical perspective.

Today's Changing Roles $4

Available from: Resource Center on Sex Roles in Education, 1201 16th St. N.W., Washington, D.C. 20005

Originally written for classroom use, but just as valuable for clubs and other groups, this excellent collection of activities promotes awareness of sex role and aids in the exploration of social conditioning and newly emerging role choices. This is achieved via media projects, projective fantasies, attitude surveys, research suggestions and other activities. The materials needed are very simple and easy to assemble; the activities are imaginative, coherent, and clearly presented. The book is perhaps a little confusing and intimidating at first glance because of an abundance and variety of ideas and material. It is age graded for children primary school through high school age. Many of the high school exercises are often also fine for adults. Very highly recommended.

Value Questionnaires for Marriage and Family Living $2.00 prepaid

Available from: Edu-Game, P.O. Box 1144, Sun Valley, California 91352

A series of ten questionnaires to stimulate discussion on a variety of topics including marriage, family living, and sex roles. Called "value clarification activities", the questionnaires are useful in helping the participants confirm or or re-evaluate personal attitudes. These thought-provoking questions may be used in a classroom, church group, or youth club. Recommended for both females and males in grades 11-12, although older groups would be interested in them as a discussion starter.

$1 per copy
Woman -- Which Includes Man, Of Course by Theodora Wells 80¢ for ten or more
Available from: Wells Associates, P.O. Box 3392, Beverly Hills, California 90012

Presented as an "experience in awareness", this brief exercise invites people to experience our language, psychology, family, political structures and male-female relationships as if the sex-roles were reversed, based on Freud's "anatomy is destiny". The author recommends that discussion focus on the feelings it evokes, leading to possible alternatives to our present social structuring. Suitable for adult groups and young adults with some sophistication.

Women's Liberation $2.00 prepaid
Available from: Edu-Game, P.O. Box 1144, Sun Valley, California 91352

Women's Liberation is an activity adapted for use in a classroom setting. It gives students the opportunity to assume the roles of various women's liberation group members as well as legislators hearing their arguments. Through these roles, they are called upon to evaluate and determine priorities while considering the best way to implement the objectives of the women's movement.

The game requires approximately three class periods to play and is recommended for students in grades 9 through 12, although it is easily adaptable to any group setting of people of this age level.

II. VOCATIONAL SIMULATION GAMES

Most of the games in this category were designed to widen vocational horizons for teenage girls, encouraging them to consider life options beyond marriage and motherhood. Boys too could find the games to be a valuable, if somewhat different, experience that leads to a beginning understanding of the psychological, conomic and social determinants affecting women's, and therefore men's, lives.

There is an obvious and unfortunate lack of a comparable game designed to help boys explore their own life plans and role alternatives. But with a little work, a game such as Vocational Readiness Package could be adapted for boys and for mixed groups.

Great Expectations $2.00 includes postage
Available from: San Fernando Valley Branch AAUW, Center for New Directions, Valley College, 5800 Fulton Ave., Van Nuys, California 91401

A two-hour program for girls ages thirteen to seventeen. Includes a quiz on famous women, projective exercise in which players assign life priorities to family, work, etc., and a role-playing game similar to the Vocational Readiness Package. Directions are a little murky, but otherwise this is a good resource, particularly if your budget is limited. The authors report success with classes, scout groups and other youth groups.

Role Conflict Game by Cynthia Green — single copies free

Unpublished. Write the author, 4616 Harrison St., Chevy Chase, Maryland, 20015

This game is designed to introduce non-college bound high school girls to some of the problems women face in attempting to combine the roles of worker, wife and mother. The game, which takes about thirty minutes to play, is simple and requires no expensive equipment to run. Although written for girls, the Role Conflict Game would also be an interesting experience to give boys insight into some problems women face. Ages junior high through senior high. Recommended for clubs and other youth groups, as well as social studies classes.

$15.00 + $1.50 postage

Sex Fairness in Career Guidance by Linda Stebbins, Nancy Ames, Ilana Rhodes

Available from: Abt Publications, 55 Wheeler St., Cambridge, Massachusetts 02138

The authors describe this as "A Learning Kit" which is a useful package for becoming sensitized to sex bias and eliminating it in administering career guidance. While the kit was primarily designed for use by professionals in secondary and post-secondary educational settings, many parts can be readily adapted for use by older students. Materials included in the kit are a guidance manual, an audio cassette tape, eight Role Play cards, and additional resource recommendations. This training package is a thorough, interesting approach to sex-role bias in career guidance counselling and is recommended for use in its designed purposes.

Vocational Readiness Package — Kit $25.00 Book $6.00

Available from: YWCA of Los Angeles, 1052 W. 6th St., Suite 315, Los Angeles, California 90017

In addition to the kit, the authors recommend that you purchase one copy of the Handbook of Job Facts for each pair of participants. This book is available from Science Research Associates, Inc., 259 Erie St., Chicago, Illinois 60611.

This package is a guide for a five session program for junior and senior high school age girls. It is designed to encourage girls to plan for something in life besides marriage and family. This well-designed and interesting program includes two simulation games in which participants plan lives for hypothetical young women, and then adjust their plans according to "real-life" chance factors. Players must plan budgets, face the effects of family size decisions on educational achievement, and come to terms with the fact that most women must and do work outside the home for some time during their lives. This is an entertaining and useful program for groups, etc. Highly recommended if you can afford it.